The Tome of Witcher 3 Modding

Table of Contents

1. Introduction

1.1 Introduction

This document serves as a properly established guide for newcomers to the modding scene of The Witcher 3. The document aims to establish what to do when installing, uninstalling and updating mods as well as how to deal with inevitable mod conflicts, as well as other things

1.2 Regarding this document

The document is subject to change depending on feedback and can be considered not fully completed. Keep this in mind when browsing

Any feedback and comments on this document should be directed to myself (Username: Ferroxius) in either:
The Witcher 3 Modding Community (https://discord.gg/VBH8qEHT)
Wolven Workshop (https://discord.gg/zM6UQc8k)

It is recommended that you read the entirety of this document so as to not potentially miss some important information

This document will only explain modding in terms of the current version of The Witcher 3 (As of right now, v4.00). This means that if you are planning on modding on the pre-update version of The Witcher 3 (v1.32) then some information may be different

2. Witcher 3 Game Directory

ARTBOOK	14/12/2022 16:47	File folder	
ARTWORK	14/12/2022 16:47	File folder	
bin	14/12/2022 16:57	File folder	
Blood and Wine extras	14/12/2022 16:47	File folder	
content	22/12/2022 18:42	File folder	
dlc	28/12/2022 11:14	File folder	
Hearts of Stone extras	14/12/2022 16:47	File folder	
MANUAL	14/12/2022 16:47	File folder	
MAP	14/12/2022 16:47	File folder	
Mods	28/12/2022 11:22	File folder	
SOUNDTRACK	14/12/2022 16:47	File folder	
WALLPAPERS	14/12/2022 16:47	File folder	
launcher-configuration.json	14/12/2022 16:43	JSON File	1 KB
libcrypto-1_1.dll	14/12/2022 10:14	Application exten...	2,501 KB
libexpat.dll	14/12/2022 16:43	Application exten...	174 KB
libssl-1_1.dll	14/12/2022 10:14	Application exten...	535 KB
pcre2-8.dll	14/12/2022 10:14	Application exten...	577 KB
PocoCrypto.dll	14/12/2022 10:14	Application exten...	296 KB
PocoData.dll	14/12/2022 10:14	Application exten...	1,726 KB
PocoDataSQLite.dll	14/12/2022 10:14	Application exten...	373 KB
PocoFoundation.dll	14/12/2022 10:14	Application exten...	1,721 KB
PocoJSON.dll	14/12/2022 10:14	Application exten...	339 KB
PocoUtil.dll	14/12/2022 10:14	Application exten...	527 KB
PocoXML.dll	14/12/2022 10:14	Application exten...	540 KB
PocoZIP.dll	14/12/2022 10:14	Application exten...	288 KB
Qt5Core.dll	14/12/2022 10:14	Application exten...	5,259 KB
Qt5Network.dll	14/12/2022 10:14	Application exten...	1,030 KB
REDprelauncher.exe	14/12/2022 10:14	Application	1,702 KB
setup_redlauncher.exe	14/12/2022 10:14	Application	514,769 KB
sqlite.dll	14/12/2022 10:14	Application exten...	803 KB
zlib1.dll	14/12/2022 16:46	Application exten...	109 KB

An example of The Witcher 3 Steam Directory. It is found by default at

C:\Steam\steamapps\common\The Witcher 3

bin	27/12/2022 15:45	Carpeta de archivos	
content	27/12/2022 15:45	Carpeta de archivos	
dlc	28/12/2022 19:21	Carpeta de archivos	
mods	28/12/2022 19:30	Carpeta de archivos	
gog	28/09/2017 13:12	Icono	68 KB
goggame-1495134320.hashdb	27/12/2022 15:42	Archivo HASHDB	1 KB
goggame-1495134320	27/12/2022 15:42	Icono	95 KB
goggame-1495134320.info	27/12/2022 15:42	Archivo INFO	2 KB
goggame-galaxyFileList	27/12/2022 15:42	Opciones de confi...	165 KB
goglog	27/12/2022 15:42	Opciones de confi...	1 KB
Launch The Witcher 3 - Wild Hunt - Gam...	27/12/2022 15:42	Acceso directo	2 KB
PrepareMergedDLC	10/10/2018 14:16	Archivo por lotes ...	1 KB
support	26/08/2019 18:19	Icono	62 KB
unins000.dat	27/12/2022 15:42	UniConverter14.A...	1.298 KB
unins000	27/12/2022 15:42	Aplicación	1.312 KB
unins000	27/12/2022 15:42	Opciones de confi...	1 KB
unins000.msg	27/12/2022 15:42	Archivo MSG	23 KB

An example of The Witcher 3 GOG Directory. It is found by default at

C:\GOG Galaxy\Games\The Witcher 3 Wild Hunt GOTY

The two images shown above are examples of the main W3 game directory (Steam and GOG). This will be where you install and uninstall mods

Pay attention in particular to these folders:
bin - Contains xml files for the games menus as well as other configuration files
content - Contains the games vanilla scripts and bundles

dlc - Contains the bundles for all 20 free dlcs as well as the two expansion packs

mods - Contains any mods you install. <u>This folder by default doesn't exist so make sure to create one</u>

3. Installing Mods

3.1 Prep Work

Before installing mods for The Witcher 3 ensure the following:
- You have a fresh installation of The Witcher 3 with no extra or leftover files
- You have a tool like <u>7zip</u> or <u>WinRAR</u> that can extract files from archives
- You have installed and setup <u>Script Merger</u> which you will require for dealing with mod script conflicts

3.2 Installing Mods

When you download and extract a mod it may contain one or more of the following:
- A mod file e.g. modRandomName
- A dlc file e.g. dlcRandomName
- A bin folder containing an xml file e.g. randomname.xml
- An input.settings file or some other file containing custom keybinds

3.2.1 Installing mod files
Place the mod file in your **mods** folder

3.2.2 Installing dlc files
Place the dlc file in your **dlc** folder

3.2.3 Installing xml files

Most xml files come with the path figured out in a bin folder. As such you can simply place the bin folder in your main directory and it will automatically be placed in the right location

If this is not the case then the xml file should be placed at: bin\config\r4game\user_config_matrix\pc

Additionally, custom xml files need to be added to the games filelist. Open up either **dx11filelist.txt** or **dx12filelist.txt** depending on which API you use and add the name of the custom xml to the bottom of the list

Make sure to add the semicolon (;) to the end of the line just like the other xmls

3.2.4 Adding custom keybinds

Navigate to Documents\The Witcher 3 and find a file called **input.settings** and open it

The keybinds file included with the mod will contain keybinds that look like this:

[Exploration]
IK_NumPad5=(Action=UpdateRandomName)

Find the relevant section of the main input.settings file and copy-paste the new keybinds below it

3.3 Setting Priorities

When two mods edit the same file they will be in conflict with one another. These conflicts can be resolved but some require advanced modding knowledge. As such it is more straightforward to set priorities, this will mean that the changes of one mod will have priority over another and have its changes be present in the game

3.3.1 Setting Priorities with mods.settings

Navigate to Documents\The Witcher 3 and find a file called **mods.settings**. This might not exist by default so if you don't see it then create a text file and name it as such

Once found, open it. Setting a priority is as follows:

[modRandomName]   ←The mod name. Include the square brackets
Enabled=1   ←Enabling the mod to appear in game
Priority=10   ←The priority number e.g. 10

When setting the priority number keep in mind that the lower the number, the higher the priority meaning for example: **5 is higher priority than 10**

3.3.2 Setting Priorities with a Mod Manager

(To be added)

3.3.3 Setting Priorities alphanumerically

The name of a mod can be used to set priorities as well. The Witcher 3 by default reads the priorities of mods in alphanumerical order meaning that for example: **b is higher priority than g**. Numbers and underscores can also be used as priorities higher than **a**

3.4 Using Mod Managers

A Mod Manager for the unaware is a tool that is capable of installing, uninstalling and managing mods without the need to do this yourself. It is convenient and a good solution for those seeking an easier modding experience

However, do keep in mind that The Witcher 3s Mod Managers are not 100% reliable and can incorrectly install mods which can result in them not working correctly in game. Be considerate of this when troubleshooting

You should only use two Mod Managers specifically for The Witcher 3:
- The Witcher 3 Mod Manager
- Vortex

Pros of using a Mod Manager	Cons of using a Mod Manager
Is typically highly reliable with its purpose	Has the possibility to incorrectly install mods
More straightforward and easy to use	

4. Mod Conflicts

When two mods edit the same file they will be in conflict with one another. A reliable method of checking for conflicts is through Script Merger which will highlight the conflicting file and what two or more mods are editing it. Script Merger will also tell you the current state of the conflict which can be:

Red - Unresolved conflict
Purple - Resolved conflict through set priorities. The mod winning the priority will be highlighted
Blue - Resolved conflict through merging

In Script Merger there are three types of conflicts:
- Script conflicts
- Bundled Text (xmls) conflicts
- Non-Bundled Text (not xmls) conflicts

Only script and bundled text conflicts can be resolved through merging. Non-bundled text can only be resolved through priorities

4.1 Merging Scripts

Click the checkmarks for the mod scripts you wish to merge and then select at the bottom "Create Selected Merge". Script Merger will then attempt to merge the scripts. If the merge occurs without any issues it will tell you, if the merge requires intervention then kfiff (One of Script Merger's tools) will open

4.1.1 Resolving non-automatic script merges
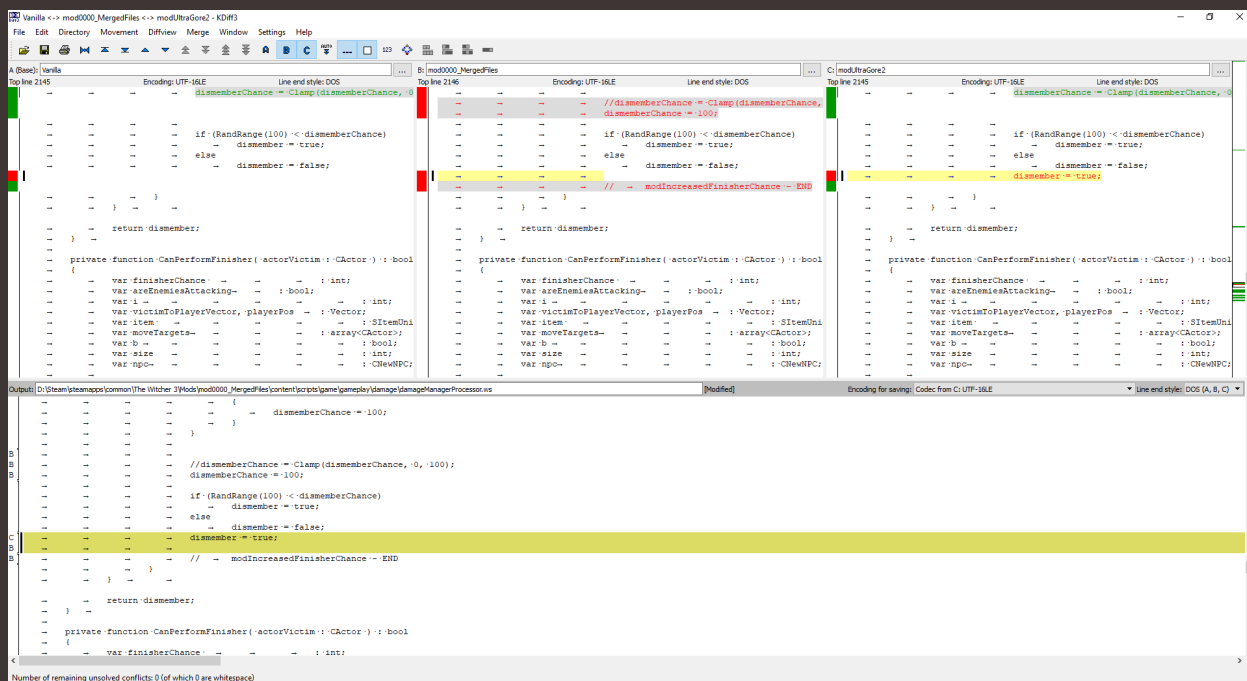
An example of an unresolved script merge shown in kdiff
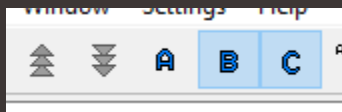
The buttons used to select which line of code will be used in the output

Resolving non-automatic script merges comes down to picking the right line of code from one mod or another.

You are offered three script versions, the vanilla scripts, mod Bs scripts and mod Cs scripts. It is up to you to pick either A if you want vanilla, B or C. Picking one doesn't stop you from picking another.

You can pick both A & B, or B & C etc... Remember that you should rarely pick A as it is vanilla, and you're merging mods for a reason because you don't want vanilla.

For each conflict, you should use the A, B, C buttons to pick the version of the code you want. Then you use the arrow buttons to move from one conflict to another. In the image you can see both B and C were picked. And there is no other conflict in the current file.

Once done, ctrl-s and close the window
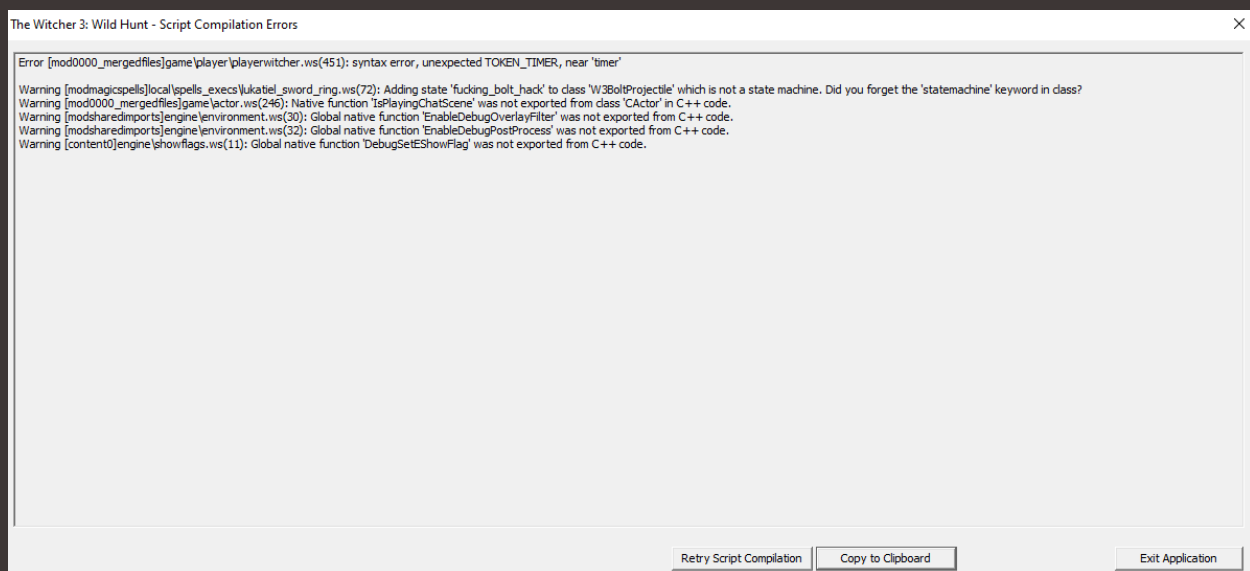
4.2 Merging Bundled Text

(To be added)

5. Launching the Game

On launching the game you may notice this popup appearing

This is The Witcher 3s script compiler. It is checking through the scripts of your mods to make sure that everything is in order before launching. If it detects an error it will display a message explaining what is wrong. It will look something like this:

If you receive a message like this then you need to figure out what is wrong. Sometimes it can be the result of bad script merging, sometimes it could be an issue with the mod itself